

**NAME**

glutReshapeFunc - sets the reshape callback for the current window.

**SYNTAX**

```
void glutReshapeFunc(void (*func)(int width, int height));
```

**ARGUMENTS**

*func*                    The new reshape callback function.

**DESCRIPTION**

glutReshapeFunc sets the reshape callback for the current window. The reshape callback is triggered when a window is reshaped. A reshape callback is also triggered immediately before a window's first display callback after a window is created or whenever an overlay for the window is established. The width and height parameters of the callback specify the new window size in pixels. Before the callback, the current window is set to the window that has been reshaped.

If a reshape callback is not registered for a window or NULL is passed to glutReshapeFunc (to deregister a previously registered callback), the default reshape callback is used. This default callback will simply call `glViewport(0,0,width,height)` on the normal plane (and on the overlay if one exists).

If an overlay is established for the window, a single reshape callback is generated. It is the callback's responsibility to update both the normal plane and overlay for the window (changing the layer in use as necessary).

When a top-level window is reshaped, subwindows are not reshaped. It is up to the GLUT program to manage the size and positions of subwindows within a top-level window. Still, reshape callbacks will be triggered for subwindows when their size is changed using `glutReshapeWindow`.

**SEE ALSO**

`glutDisplayFunc`, `glutReshapeWindow`

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